Club Nintendo®

No. 4

ZELDA MAP

A COMPLETE MAP OF THE FIRST QUEST!

SNEAK PEEKS

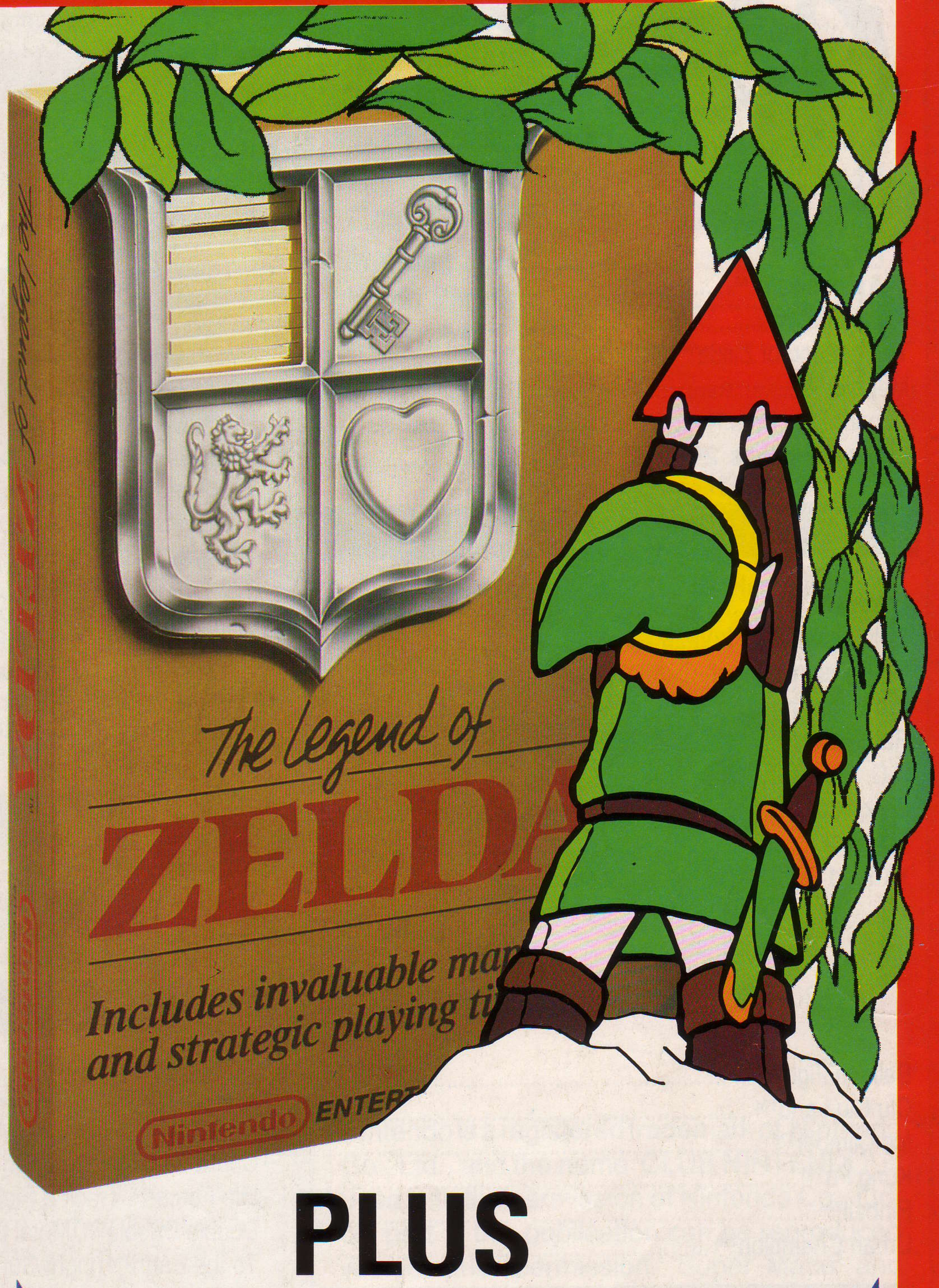
FOUR EXCITING FUTURE RELEASES

TIPS & TRICKS

LOCATIONS OF THE WARP ZONES IN SMB2!

REVIEWED

SECTION Z FROM CAPCOM & IKARI WARRIORS FROM SNK


The Legend of ZELDA
Includes invaluable map
and strategic playing ti
Nintendo ENTERT

PLUS

A FULL FEATURE ON THE AMAZING ZAPPER GUN!

Check It Out! ✓

Here you'll find a list of games that are currently available for your NINTENDO ENTERTAINMENT SYSTEM.

ADVENTURE SERIES

The Goonies II™ ☐
Kid Icarus™ ☐
The Legend of Zelda™ ☐
Metroid™ ☐
Super Mario Bros.™ ☐
Super Mario Bros. 2™ ☐

SPORT SERIES

Baseball ☐
Golf ☐
Mike Tyson's Punch-Out!!™ ☐
Pro Wrestling™ ☐
Rad Racer™ ☐
R.C. Pro-Am™ ☐
Soccer ☐
Tennis ☐
10-Yard Fight ™ (American Football) ☐

ACTION SERIES

Balloon Fight™ ☐
Clu Clu Land™ ☐
Ice Climber™ ☐
Kung Fu™ ☐
Pinball™ ☐
Urban Champion™ ☐

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LIGHT GUN SERIES

Duck Hunt™ ☐
Gumshoe® ☐
Hogan's Alley™ ☐
Wild Gunman™ ☐

PROGRAMMABLE SERIES

Excitebike™ ☐
Mach Rider™ ☐
Wrecking Crew™ ☐

ARCADE SERIES

Castlevania™ ☐
Donkey Kong™ ☐
Donkey Kong Jr™ ☐
Donkey Kong 3™ ☐
Gradius™ ☐
Mario Bros.™ ☐
Popeye™ ☐
Top Gun™ ☐
Ghosts & Goblins™ ☐
Gunsmoke™ ☐
Rush 'N Attack™ ☐
Ikari Warriors™ ☐
Trojan™ ☐

ROBOT SERIES

Gyromite™ ☐
Stack-up™ ☐

COMING SOON

Section Z™, Xevious™ .... October
Robo Warrior™, Mega Man™ .... November
Tiger Heli™, Wizards & Warriors™ .... December
Cobra Triangle™,
Life Force™, Track & Field II™ .... January
Double Dribble™, Metal Gear™,
To the Earth™ (Light Gun Series) .... February

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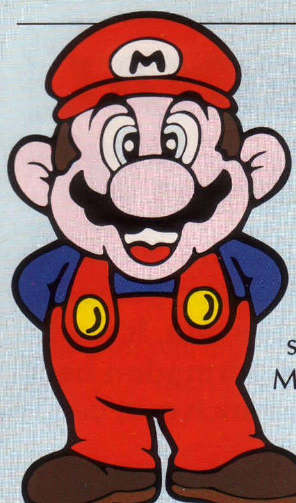


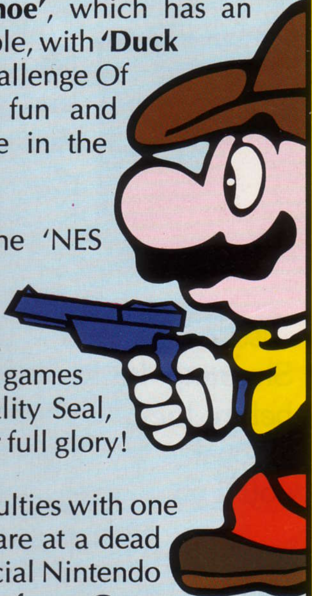
Super Mario Says

Boy, have I enjoyed reading the great letters that you have been sending in! You know, even I, Super Mario, can't play NES video games ALL day long, and reading your letters is just the kind of break I need!

A lot of you have been asking about the 'NES ZAPPER' light gun, and the games that are available, and the ones that are going to be released. Well, I am just now reviewing two new games for the ZAPPER - **'To The Earth'**, and **'Barker Bill's Trick Shooting'** (My brother, Luigi, wanted to name it **'Luigi's Trick Shooting'**, but that sounds a bit daft!). While neither game is finished yet, it looks like both will be great enough to receive the 'Official Nintendo Quality Seal'.

As many of you already know, the 'NES ZAPPER' is probably the best addition available for your NES Console - I know that it is definately my brother's favourite! And, with the two new games that are coming out, there will soon be a total of SIX ZAPPER games available, including **'Duck Hunt'**, **'Hogan's Alley'**, **'Wild Gunman'** and **'Gumshoe'**. But that's only half of it, since each game is really two games (except **'Gumshoe'**, which has an added adventure theme). For example, with **'Duck Hunt'**, in addition to the actual 'Challenge Of The Hunt', there is an equally fun and challenging 'Clay Shooting' game in the same Game Pak!

To help you decide which of the 'NES ZAPPER' games are right for you, I have reviewed each of them in this issue, beginning on page 4, and, as soon as the other two new ZAPPER games receive the Official Nintendo Quality Seal, we will review them for you in their full glory!



Great News! If you're having difficulties with one of the NES games, and you really are at a dead end, then you can now ring the official Nintendo Helpline, and get help from one of our Game Councellors. The number to ring is 0626 65500 - and the line is open every week day from 3pm to 9pm (except Wednesdays - closed all day), plus Saturdays from 9am til 5pm.

I've gotta go now - I've got to get back to practicing on the ZAPPER games so that Luigi doesn't beat my high scores!!!

Thank you again for your great letters, and we will see you all again at Christmas.

Club Nintendo

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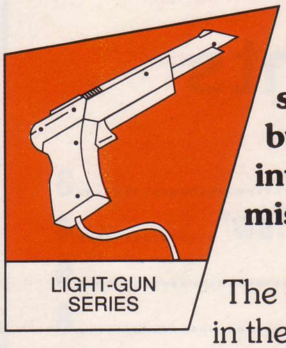
Zapper Gun SPECIAL REVIEW

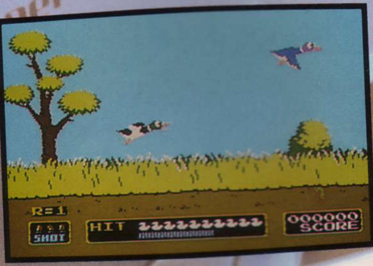


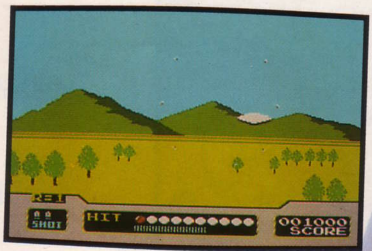
The NES ZAPPER is really quite an amazing addition to the Nintendo Entertainment System. With it, you literally become part of the game, as success largely depends on how skillful you are at handling the gun. It works by receiving light from the TV screen, and then it feeds the information back into the NES - the effect is that if your aim is just a fraction of an inch out, you'll miss!

The ZAPPER gun is full of fun - There are four Game Paks in the Light Gun Series, and even as you read this, two more games are being evaluated for release. If you are considering buying the NES ZAPPER, or if you already own one and want to purchase a new game for use with it, then read the four following reviews - You'll be amazed at how sophisticated and just how much FUN the ZAPPER really is!

DUCK HUNT

Pick up your ZAPPER and grab your dog because the hunt's on! Your hound's found the first ducks, so take aim, and shoot each one out of the sky! If you miss, though, then humiliation will really set in - even your dog will laugh at you!





In **'Duck Hunt'**, you can choose between having one or two ducks in the air at one time. Either way, you have only three shots to fire, so make sure that each one counts. Each duck that you hit will be held up by your jubilant (and often comical) dog, but if you miss, then he will just laugh at you!! And that is **SO ANNOYING** that it makes you actually want to shoot the dog - in fact, everybody that we have met who have played the game seem to want to shoot the dog more than the actual ducks!

That is what you must do, though (shoot the ducks, that is), and the more that you shoot, the faster that they get. Also worth noting is that, whilst one player shoots at the ducks, another player can actually control them - no mean feat, believe me!

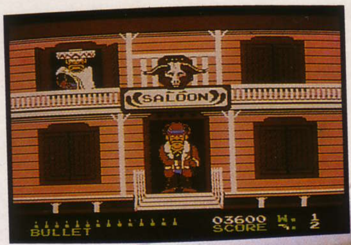
Also on the 'Duck Hunt' Game Pak is Clay Pigeon Shooting. In this, you have to shoot two clay pigeons before they fly out of sight. It isn't easy, but it can be enjoyable, and at least there's no stupid dog to laugh at you if you happen to miss!

If you purchased the NES Deluxe Set then you are already lucky enough to own 'Duck Hunt'. If not, then it's worth having a look - as well as great gameplay, it also has fantastic graphics and sound effects - especially on the lovable dog!

WILD GUNMAN

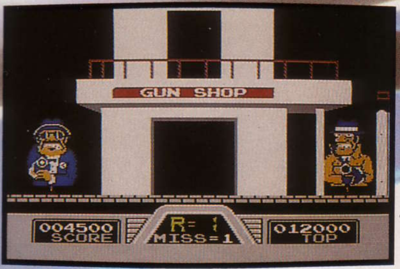
Travel back to the old days of the Wild West and discover just how bad and ugly the outlaws were, courtesy of Nintendo's 'Wild Gunman'. But beware - if you take on one gunman, you will have to face them all. And the further you get, the badder they become!

In 'Wild Gunman', you can select the level of gunfight - one outlaw, two outlaws, or the whole dastardly gang! Watch each of your adversaries carefully, for, as soon as they begin to say 'FIRE!', you've got to reach for your ZAPPER and let them have it! An accurate and fast shot will lay them out, but, if you're too slow, then it will be you who is eating lead!



These gunmen look after their own kind too - they won't stop coming until they've stopped you. Each stage brings a new sharp-shooter, with the fastest outlaw in this particular West shooting within 0.4 seconds!

When you face the gang, each outlaw appears at a door or window of a saloon, and they rarely come out alone! These guys don't even shout 'FIRE!', so shoot first, and ask questions later!



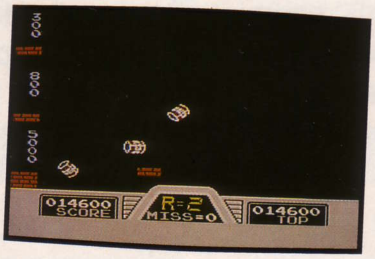
HOGAN'S ALLEY

Here's your chance to get out there and beat the F.B.I. at their own game! 'Hogan's Alley' is Nintendo's video game version of the F.B.I. shooting range, so you are going to have to be pretty quick to succeed in this one!

In the first of the three games on the 'Hogan's Alley' Game Pak, there are three targets that move across the screen, one or two of which are gangsters. Shoot them within the tight time limit, but be careful not to shoot the innocent by-standers.

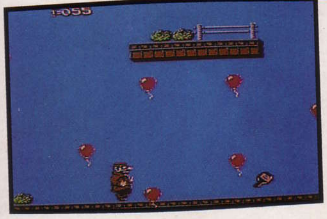
In the second game, the going gets even tougher! The gangsters sneak out from behind doors and windows, and mingle with more civilians to try and avoid your shots. There are five different scenes, all with various places where the gangsters can duck away from your fire. Only the quickest and the smartest F.B.I. agents survive 'Hogan's Alley'!

The final game is the challenging Trick Shot, which puts to test your aim and precision with the ZAPPER. Cans fly across the screen, and you have to shoot them so that they fall in to the scoring holes. It ain't easy but it sure is fun trying to beat your friends' high scores!



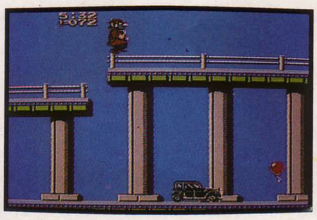
'Hogan's Alley' is definitely a big favorite here at Club Nintendo, and has been the cause of more than one heated lunch hour competition. And, with the three different games, it's certainly great value for money!

Gumshoe



Club Nintendo reviewed this in issue two, but we guess that some of you might have missed it, so here's a short recap:

As an ex-F.B.I. agent, you have to steal the priceless Black Panther Diamonds in an attempt to save your daughter, Jennifer, from a notorious underworld gang. You've got just 24 hours to deliver them to the gang leader, King Dom, otherwise it's curtains for Jennifer! Your race against time will take you through cities, jungles, seas and even the sky.



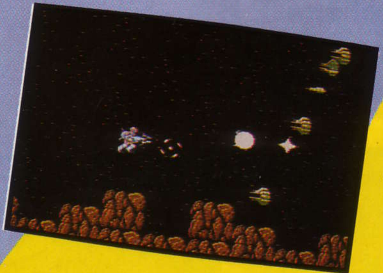
Using the ZAPPER, you must help Stevenson (the F.B.I. agent) avoid many lethal obstacles, and make sure that he retrieves the diamonds. As you get further into the adventure, your shooting skills will really be put through their paces, with falling rocks, criminals in speeding cars, killer sharks and a whole lot more making life very difficult.

Do you reckon you're up to it then? It's a long, hard fight to recover all of the diamonds, but you've got to succeed. Your daughter's life depends on it!

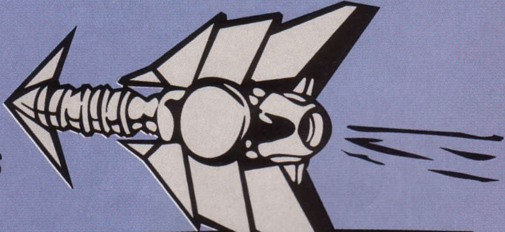
SECTION-Z

Evil Aliens Attack Universe!

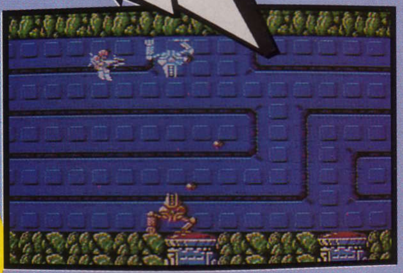
It is the 21st Century, and Earth is under the threat of imminent invasion from Balangool, an alien civilisation based somewhere in our universe. Clad in a solar energised, jet propelled, super sonic space suit, and armed with multi-directional weaponry, you are sent out on a death defying mission into space to try and stop this menace!



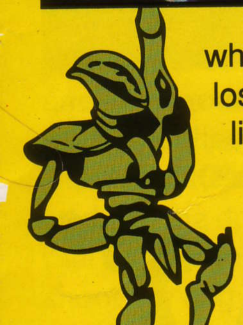
To save the universe, you must infiltrate Fortress Balangool, and defeat 'L-Brain', who controls all of Balangool. However, he is based in Section Z of the fortress, and, since you start in Section A, you can probably guess that it's going to be a pretty tough fight!



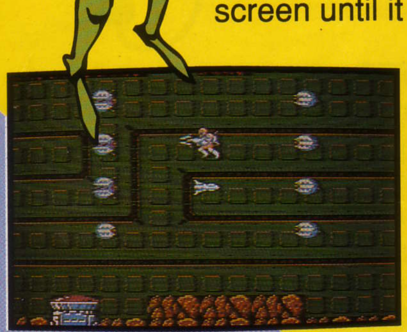
Battling The Alien Space Soldiers



When you begin the game, you only have the ability to shoot left and right, and manoeuvre freely around the screen. You can also create missiles, which, when shot, destroy all of the enemies in your path. However, creating missiles costs energy, so use them sparingly. You will also lose energy when you are hit by a bullet, whilst a direct hit from an alien will lose you a life. To regain any lost energy, collect the energy capsules left by some of the lifeless aliens.



Throughout the game, you will discover 'red brains', which, when destroyed, will give you an extra weapon. These include three way laser beams, shields, and bullets that penetrate the aliens. To select a weapon after collecting it, you must move the pointer at the top of the screen until it reaches the desired weapon, and then press SELECT.

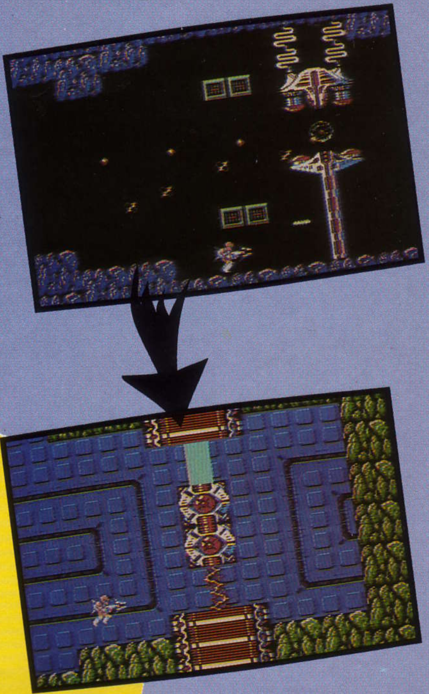


There are also other special weapons, which are more powerful than the others, yet also use up energy. These include the mega missile, a flash bomb (damages all of the enemies on the screen), and a crush ball (which moves around you for about six seconds, destroying all of the aliens in your path). To activate the latter two, you must first find them, and then press A and B simultaneously.

It is important that you only use the more powerful weapons when your energy is high. If your energy should fall to zero, then you will lose a life, and also be sent back to the beginning of the game.

The Generators And Transmitters

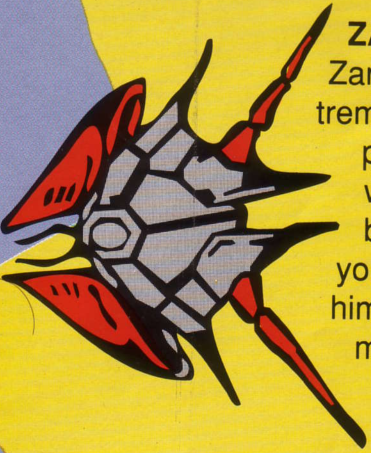
There are four 'stages' in '**Section Z**', with each stage being made up of at least 11 sections. Travelling between sections is acheived by using the green transmitters - these will take you up or down one or two sections. To clear a stage, though, you must first destroy the enemy generator, and then find the red transmitter. If you have successfully defeated the generator, then the red transmittor will alter (before your very eyes....!), giving you access to the next stage.



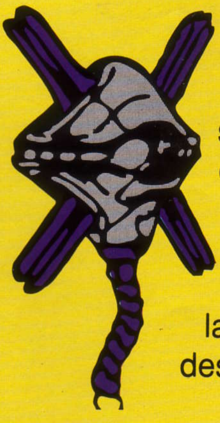
For example: The generator on Stage 1 is in Section 11, and the red transmitter is on Section 6. First, you must fight your way through to the generator, destroy it, and then get back to Section 6, where you should enter the once-red transmitter. Entering the red transmitter before destroying a generator is fatal!!

Enemy Bosses

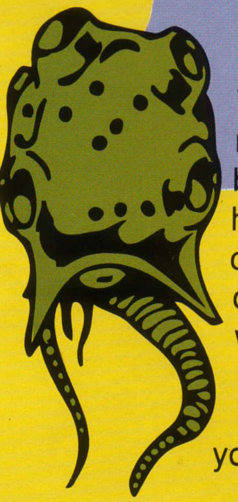
The Enemy Bosses appear on a number of sections, with the main objective of preventing you from going any further. There are only three different bosses, although each one is deadly in its own way. Here's a few hints on what they do:



ZANUZA
Zanuza has tremendous fire power, but will become burnt out iif you shoot at him when his mouth is open.



BALABA
Balaba shoots in four different directions - use the three way laser to destroy him.

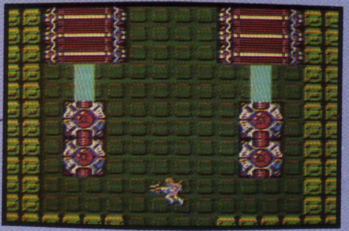


GALGA
This guy is real difficult to beat - you will have to really concentrate on his 'rolling warp attacks' (sic.), as they home in on you!

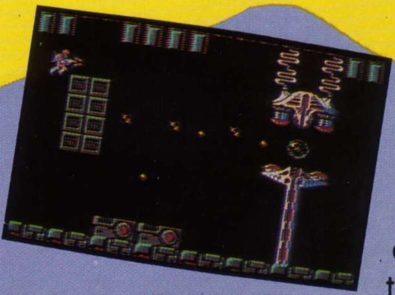
Gameplay Hints

'Section Z' isn't the easiest game to play (hopefully this review will help!), but perserverance is rewarding, with initial frustration turning into addictiveness. Once you realise the purpose of fighting the aliens, you won't be able to leave the Game Pak alone.

Destroying the generators can prove a little difficult. Apart from shooting bullets at you, they also fire homing missiles that appear to be unavoidable - however, it is possible to lead these missiles into strategically placed walls on the screen.



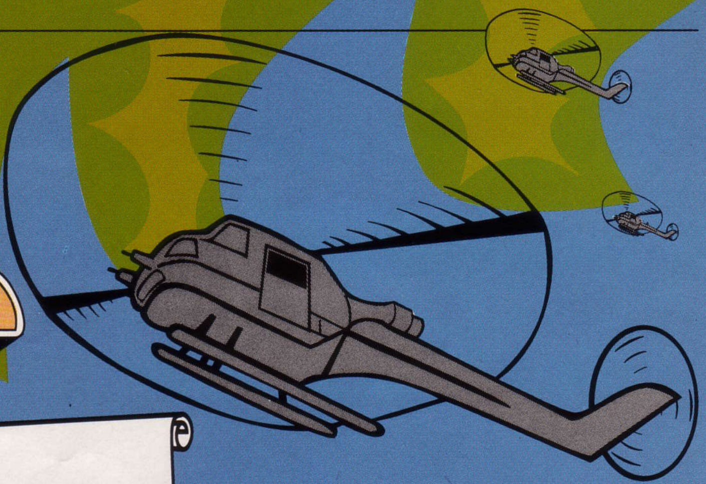
On Section 7, you will find the first warp zone, which will lead you to Stage 2 (starting at Section 12). Wait until the 'Marsa' attack, and then go to the top of the screen, and shoot to the right - a blue 'whirl pool' should appear, which, if entered, will take you straight to Section 12.



When fighting the 'Crowd Eye' on the higher sections, shoot them from behind. This way, you will be able to collect all of the energy capsules that are left in their wake.

Between Sections 42 and 47, there is what appears to be an endless loop. To get out of this loop, go to the top of the screen on Section 47, and shoot to the right - eventually, a door will appear, which will take you to the last stage.

IKARI WARRIORS



Your Orders...

Paul and Vince are a pair of crack commando's who have secret orders to invade an enemy nation. After their 'plane lands, they have to fight as a team for survival against a relentless onslaught of enemy soldiers. And you HAVE to survive - the safety of the rest of the world depends upon it!

Controls And Supplies...

Both players start with 99 bullets and 50 grenades - fresh supplies are available throughout the game, as are other bonuses, all of which are explained below.

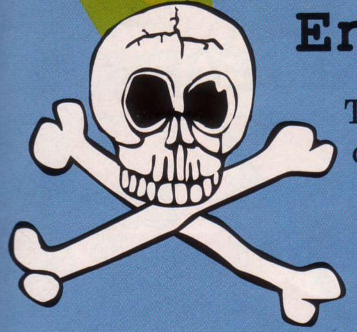
To move your character, or use his weapons, all that you have to do is press the desired button on the control pad. However, when you hop into a tank or a helicopter, the controls get a little more complex. Movement is the same as before, as is firing the tank's bullets. However, to aim the gun turret, you need to press the A button along with the direction. Also, to get out of the tank, you need to press the A button and then the B button, whilst pressing the B button and then the A button will explode the tank!

When you are in the tank, you will need to watch that the energy doesn't fall too low - if it reaches zero, then the tank will self destruct. To avoid this, you need to pick up all of the gas cans that you can find.

Bonuses...

When you destroy the gates and the gun turrets, 'POWER-UP' items will appear. Collect them whenever possible to increase your fighting power!

K	When you collect this, all of the enemies on the screen will be destroyed.
L	This will increase your shooting range.
S	The 'S' will increase the speed at which you fire.
B	This will make your grenade blasts powerful enough to destroy enemies within a much wider range than normal.
F	With this, your bullets will penetrate rocks, and destroy the enemies behind them.
	The can will refuel tanks and helicopters, and also grant fresh bullets and grenades.
	This will supply you with fifty extra grenades.
	This will refil your machine gun with up to 100 bullets.

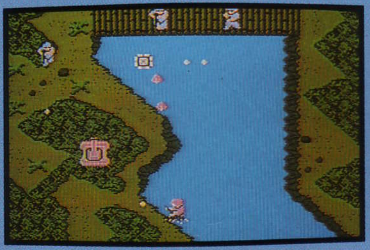


Enemy Territory..

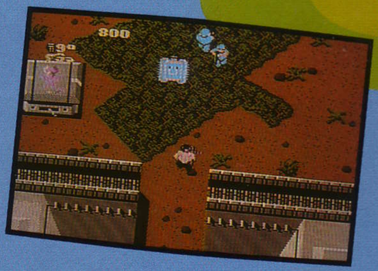
The enemy's country is a hazardous land, full of swamps and lakes, and with many lines of defence. These guys aren't going to give up without a fight!

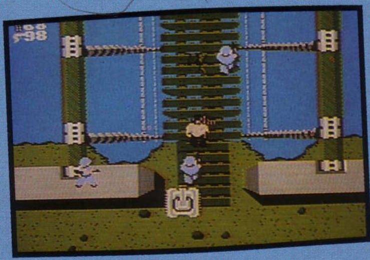
You begin your mission in a large jungle, where every tree could hide an ambush, and every step has to be taken with care. Blue soldiers (the most common enemy) attack from the front, and gun turrets shoot in all directions, giving you a tough start to a very tough mission. Rivers slow down your progress, and are also the place to watch out for the Kamikaze soldiers, who explode when you get too near.

Helicopters, tanks and other military vehicles bid you a hostile greeting when you get past the gate, and then you have to wade through an enormous lake, with more airborne enemies making life difficult. Another onslaught of enemy tanks is waiting for you after that, and you aren't even at the half way point of the first level yet!



Unmanned tanks and helicopters can be taken over and used against the enemy on any level. This boosts your fire power, but be ready to make a hasty exit when the vehicle's energy runs out!





Apart from the normal 'POWER-UP' items, there are also hidden bonuses buried beneath certain gates and walls. These include an army knife, a shot gun and super speed boots, which give you an extra advantage over your enemies.

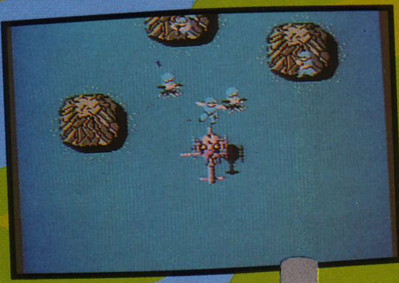
'Ikari Warriors' may be a difficult game, but it's also a whole lot of fun, combining superb variation with awesome gameplay. Whether you're playing simultaneously with a friend or you're fighting as a one-man war machine, you'll find hours of enjoyment here!!

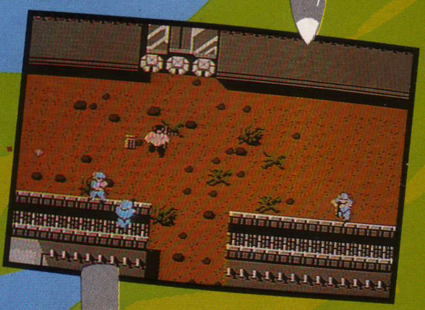
Continue...

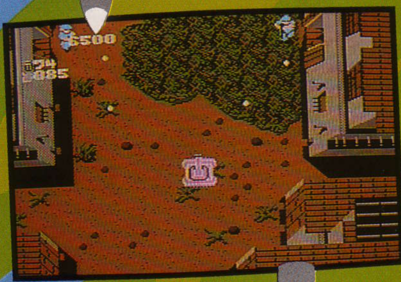
After you lose your last life, and while the in-game screen is still displayed, quickly press A, B, B and A on the control pad. This will enable you to continue from exactly the point at which you were destroyed, with a fresh supply of ammo and lives!

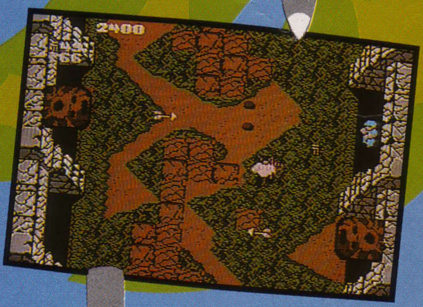
Level One..

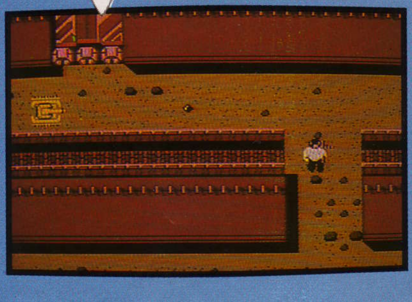
'Ikari Warriors' involves some of the longest levels that you will probably ever see! Here's a glimpse of the most perilous sections of the first level.











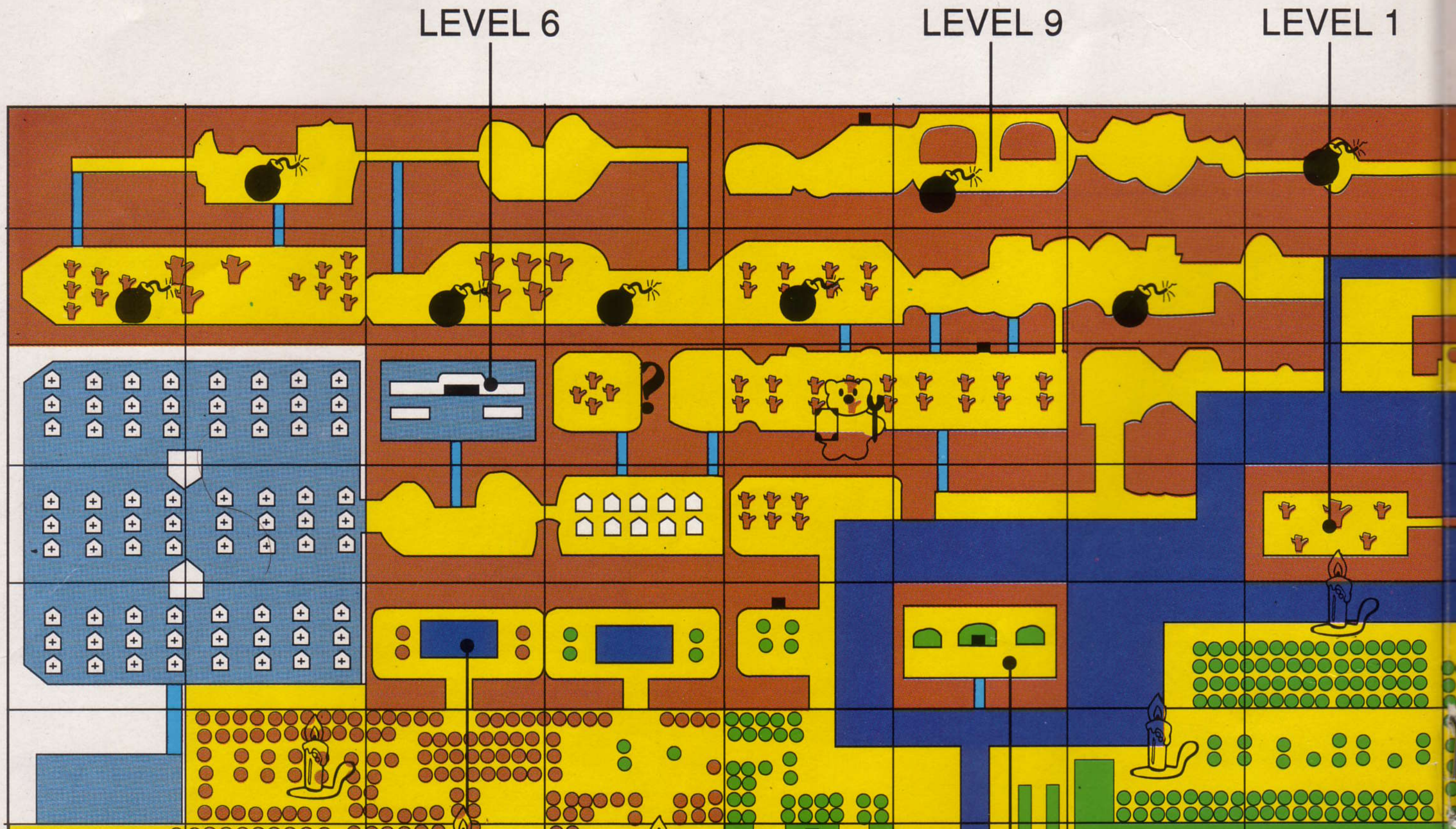
The Legend of Zelda Map

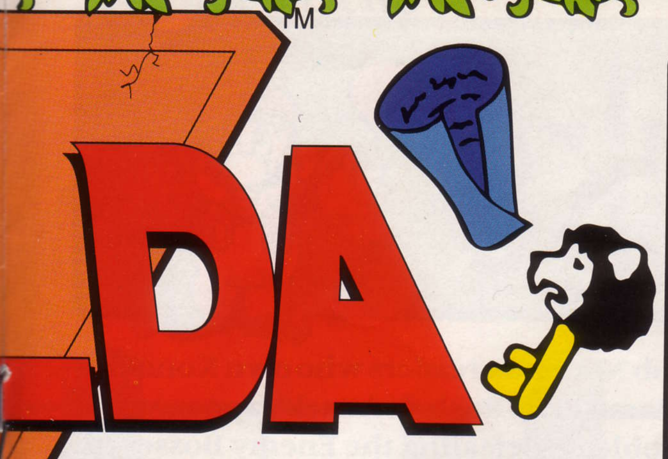
THE LEGEND OF
ZEL

The 'Legend of Zelda' is one of the most intruiging games on the Nintendo, and certainly brings a lot of pleas for maps from Club Nintendo readers. To help you through the game, we've constructed a map which will help you reach most destinations and keep you from getting lost too often. Study it carefully - there are a number of secrets revealed within!

Caves of the Overworld

A number of screens in **'The Legend of Zelda'** contain doorways which lead to various caves. Inside these caves you will find traders, who will sell you important goods, an old woman who sells you potions and, in some cases, gives you information, old men who give you more information, and, occassionally, friends of Zelda who give you free gifts. Be sure to enter all caves, as many hold the secrets of rescuing Zelda.





Caves of the Underworld

All of the caves leading to the Underworlds are marked on the map. However, sometimes you will need to find the cave by performing a specific action on the screen shown.

Key

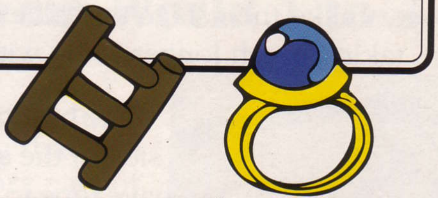
🕯 Use the candle to burn trees on these locations to learn new secrets.

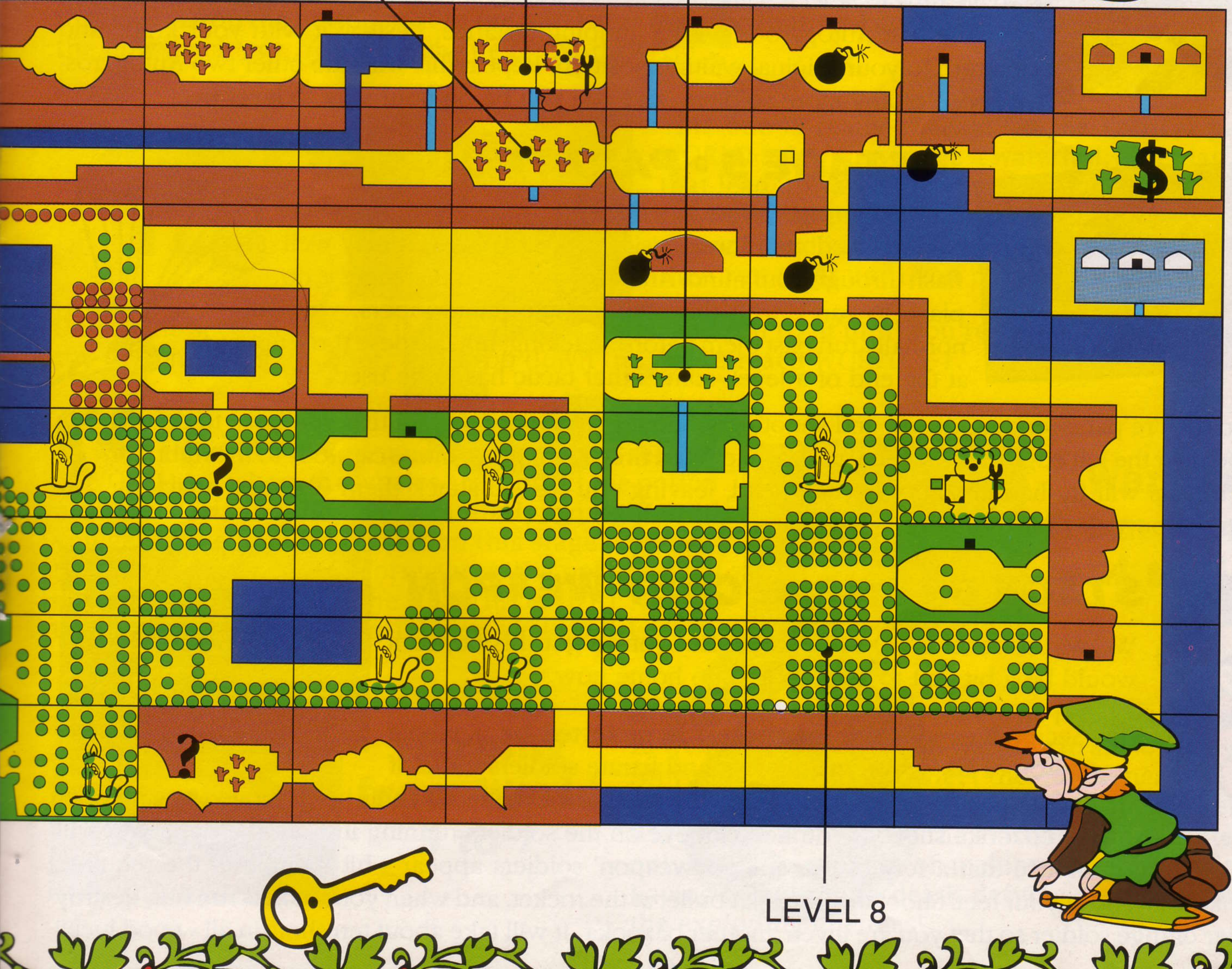
🗿 Discover secret entrances by pushing a statue in one of these screens.

💣 Open secret doors by using bombs on the rocks in areas indicated.

? If you have the power bracelet, then you can push the rocks in the locations marked to find the secret passageways.

$ Reveals the secret of the money making game.

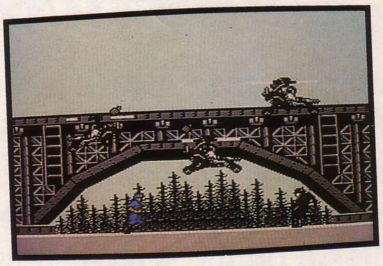




Tips & Tricks

RUSH'N ATTACK™

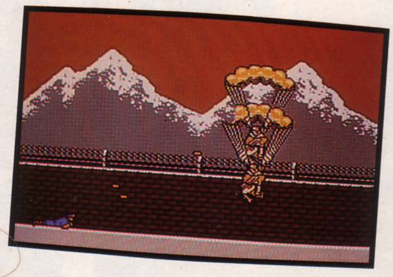
A lot of Club Nintendo readers who own Konami's brilliant Game Pak, 'Rush 'N Attack', appear to be having problems defeating the Enemy Bosses on the final three levels. For those having difficulties, here's some ideas on defeating each of the last three bad guys.



STAGE 4 - AUTOGYROS

In a way, the Autogyros operate in much the same fashion as the Rocket Men, as they too move all around the screen and continuously lob grenades. However, unlike their stage two allies, the Autogyros fly downwards in a set pattern, taking much longer to fly within your reach.

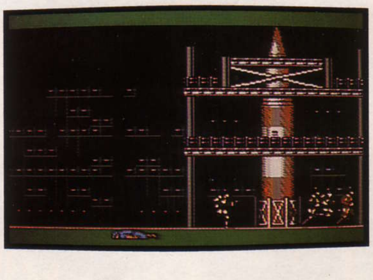
The best place to wait for the Autogyros is about an inch away from the left hand side of the screen - here, the grenades will (generally) miss you, and you will also have time to react if some foolish foot soldier should enter the fight. Then, as soon as the first Autogyro is within jumping distance, destroy it with your knife, and return to your original waiting position. Repeat this with the other two Autogyros, dispose of any more soldiers, and you will be on your way to level five!



STAGE 5 - PARATROOPERS

Normally, one paratrooper spells BIG trouble, so when you're faced with three, visions of GAME OVER may well flash through your mind! Another problem is that there is no place to run - with the other, single paratroopers, you can normally run past them before attacking, but, as these three appear at the end of a level, some other tactic has to be used.

OK, so they're parascending down, and shooting without mercy. So what? All that you have to do is stand near the left edge of the screen, and, as they start firing their guns, move carefully to the right. Their bullets will fly harmlessly over your head, leaving you free to attack them (the best attacking position is on your stomach).

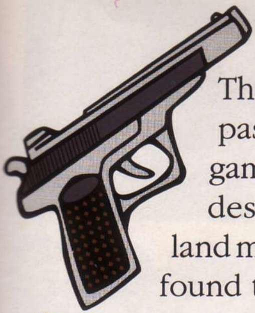


STAGE 6 - THE SECRET WEAPON

WOW, this level is SOOOO hard!!! But you've got this far, so it would be a bit daft to give up and go home now.

The Secret Weapon (a large rocket) is protected by a whole squadron of bad guys, mainly foot and karate soldiers - and, if that's not bad enough, you'll soon find out that the rocket can only be destroyed by a number of bazooka shots. If you keep an eye on the soldiers running in from the right, you will notice that a few of the orange 'weapon' soldiers appear - hit them, and the required bazooka will land at your feet! Shoot the bazooka bullet at the rocket, and when your bullets run out, destroy another orange soldier so that you are given another bazooka. It will take about ten shots in all - good luck!!

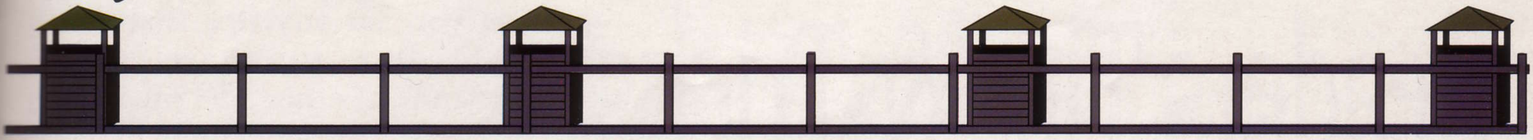
ADDITIONAL TIPS



There are hidden passageways in the game, discovered by destroying certain land mines. Has anyone found them yet?

If you are playing alone, then it is a good idea to still use the two player mode. This way, when you lose a life, you will continue from where you died, instead of being sent back a few screens.

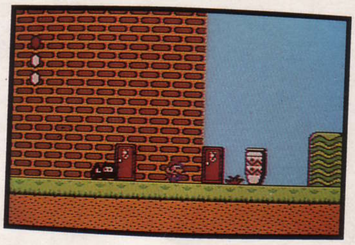
When fighting the Rocket Men on Stage Two, destroy the few foot soldiers and then stand at the very left hand side of the screen - you might be surprised at what happens!!



SUPER MARIO BROS. 2™

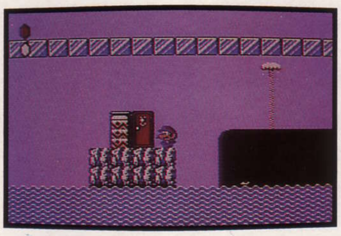
We have already told you that there are warp zones to be found in Super Mario Bros. 2, but their exact whereabouts has remained something of a secret - that is, until now! Below, you'll find where each warp zone is, along with instructions on how to activate each one. Use them wisely!

Warping from World 1 to 4



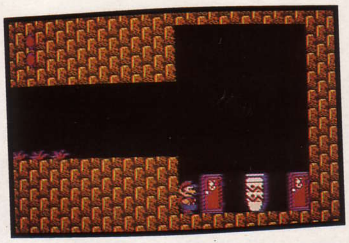
The first warp zone is found on World 1-3. To use it, you must first collect the potion found just before the building that you would normally enter, and then take it to the end of the outdoors part of the level. Drop the potion next to the pot, enter the new door, and go down the now black pot. You will now be on World 4-1!

Warping from World 3 to 5



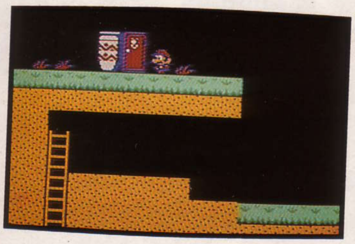
This one is really sneaky! On the vertical part of WORLD 3-1, you will see a waterfall, and platforms that lead upwards. Instead of jumping, FALL down the waterfall (no, I haven't gone mad) - eventually, you will land just above a door. Enter this door, and then run right until you reach a load of grass. Under one section of grass is a potion - take this, and run right until you reach the flower pot. Drop the potion, enter the door, and drop down the pot to reach WORLD 5-1.

Warping from World 4 to 6



To warp to WORLD 6, you must first go to the section of WORLD 4-2 where the whales are. Collect the potion near the start, and then, very carefully, go right until you get to the only flower pot on this stage (you may have to go along the platform above the pot and then retrace your steps along the whale to reach it). Now do the usual stuff, and you will be on WORLD 6-1.

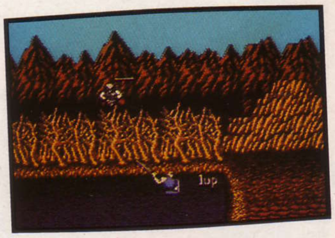
Warping from World 5 to 7



Ironically, if you're using the correct character, warping to WORLD 7 is easier than warping to any other world! All you have to do is collect the potion near the start of WORLD 5-3, and then jump up to the flower pot which is directly above the starting ladder. Note that only Luigi is capable of making this jump without having to attempt a death defying leap from one of the exploding enemies!

TROJAN

On the second part of stage two, you will find an extra life. To get it, go to the end of the lake, and then start thrashing around with your sword. When you hit the right spot, a '1-UP' will appear, giving you one of those elusive extra lives.



Readers Tips & Tricks

Have you got any tips that you would like to share with thousands of other NES owners? You have? Well, send them to us - great fame awaits!

TROJAN

When you die, press UP and START simultaneously, and you will continue on the last stage that you reached.

Farid Bouissane, Le Puy, France.

Super Mario Bros.

A simple way to earn over 20, 000 points AND maybe an extra life is to jump on and kick the Koopa Trooper at the beginning of WORLD 5-1. Quickly follow him, and, as he knocks each enemy out of the way, you will get a really high score, and, sometimes, a '1-UP'.

Jean Phillipe Ivolsy, Le Chateau d'Olonne, France.

To get through WORLD 8-4, you have to go down the correct pipes, otherwise you will be sent back to the start of the stage. The first pipe is directly after the fire pit with the moving platform. The next is the pipe that is apparently floating; if you jump to the left of it, you will find a hidden block which will allow you to reach the pipe. The last pipe to go down is the one straight after the pool of fire. All you have to do now is swim through the water, escape back into the underground castle, run to the right, and defeat Bowser for the last time!

Denis Follenfont, Mehun, France

TOP GUN

If you press UP until you reach 30, 000 miles, and then continue pressing up, you will avoid all of the enemy missiles. This will only work on stages 1 and 2.

Manuel P., Grasse, France.

Mike Tyson's Punch-Out!!

When you are fighting Piston Honda, you will see his eyes blink. When this happens, put your guard up - should Piston lower his own guard, you can throw a punch to his face, which could earn you a K.O. star! Also, when he comes at you after standing back, throw a well timed punch, and he will fall to the canvas. If you miss, immediately put your guard up!

Lee Uoworth, Harley, Lancs., England

A very...er...spirited (!) letter was written in concerning Mike Tyson's Punch-Out!! from Huseyin Fuik, who lives in England. He threw up a challenge to any NES owner to try and beat his TKO of Macho Man, which he accomplished in just 2 minutes and 17 seconds!! He did want to know how to beat Mike Tyson, though - any ideas?

Send your tips and tricks to:

Readers Tips and Tricks
Club Nintendo
PO Box 30
Coventry, CV1 3BR
England

Mailbag

The Editor,
Club Nintendo,
P.O. Box 30,
Coventry, CV1 3BR
England.

All Revved Up

Dear Super Mario,
I was given my 'NES DELUXE SET' for Christmas, and I think that it is really great! Later in the year, I got two more Game Paks. Not many days ago, I received issue two of the Club NIntendo magazine - every page gives you information about the games that you can buy.

I think that the best game that I have is 'Mach Rider'. I like it because you have four different gears, and you can destroy invaders with a mounted power booster. Keeping all of your energy high is very hard!

Keep up all of the good work!

Kenneth Josling
Kingswinford
West Midlands

Glad to hear that you're enjoying the NES, Kenneth - I hope Club Nintendo is adding to your enjoyment even more!

Fighting Fanatic

Dear Editor,
I purchased a Nintendo in 1987, and I am really pleased with it. I have 20 games so far, and each one is great, although my favourite is 'Super Mario Bros. 2'.

I really like the mag - it's great, and there is nothing quite like it. The SNEAK PEEKS and TIPS AND TRICKS are brilliant! Do you think that there will be any competitions in future issues?

I already own 'Mike Tyson's Punch-Out!!' and 'Pro-Wrestling', and I wanted to know whether you will be bringing out another boxing or wrestling game?

Danny Stevens, Stratford, London.

There aren't exactly any new boxing or wrestling games just yet, but 'Track and Field II', due for early next year, does include events such as Fencing and Taekwondo (a form of Karate).

We haven't any firm plans for competitions just yet, but we'll let you know if anything pops up.

Just....Awesome!

Dear Editor,
I have just received my second issue of the one and only Club Nintendo magazine. I would like to congratulate you on such an AWESOME publication! I especially liked your review of 'Super Mario Bros. 2', and, just to say the least, it looks fantastic. I also liked your brilliant SNEAK PEEKS of 'Gunsmoke' and 'Ikari Warriors'.

In your future issues, can you print out a list of games which us NES users should expect in 1989 and 1990?
Well, anyway, you're doing a great job, so keep up the good work!

Ken Chau
Ayr
Scotland

Thanks for the comments, Ken - we really appreciate it! The Game Pak releases for 1990 haven't been completely decided upon yet, but we promise to keep you updated through the SNEEK PEAKS pages.

Like Father Like Son

Dear Editor,

I thought that I should let you know that, after many months of my Dad secretly playing with my Nintendo behind closed doors, or when I was asleep, he has now owned up to the world that he is an addict (as opposed to thinking that it was really for us kids). I think this has happened after he picked up your first edition of the Club Nintendo magazine, and read the letter about the married couple in the Mail Bag page. Therefore, I would like to thank them not only for letting my Dad play on the NES whenever he wants to, but also because he is now going out and buying his own games, so I am now building up a great collection. My friends hope that their Dads will also start reading your fab magazine, Club Nintendo, too!

Adam Freeman (aged 11 1/2)
South Woodford, London.

Zapping Warts

Dear Editor,

I have recently bought 'Super Mario Bros. 2', and have found it really great. Being an addict, I have reached the Evil Wart with plenty of lives, but do not know how to kill him. Maybe you can help?Also, please could you tell me of if you are bringing out any more games for the light gun?

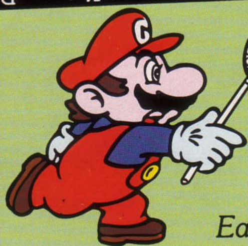
David Skelton, Bury St Edmunds, Suffolk.

Wart is a little tough to beat, even if you DO know what you're doing! Try grabbing the vegetables as they fly out of the pots below you, and then throw them at Wart when his mouth is open. It takes six shots to destroy him, and save the World Of Dreams!

There are going to be new games for the light gun - read the Zapper feature for more information!

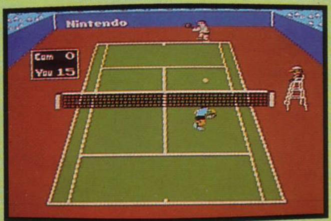
VIDEO SHORTS

TENNIS



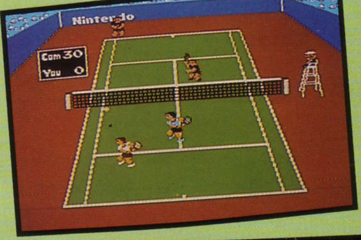
Anyone for a game of Nintendo's Tennis? This sport simulation has got it all - single and doubles games, championship cups and, best of all, no rain to stop play!

Each match follows the rules of normal tennis - you need to win six games to win a set, and two sets to win a match. Mario acts as umpire, keeping a close eye on every shot played, and making decisions as he sees fit. There are a number of shots for him to watch, too, ranging from lobs and volleys to spectacular smashes.



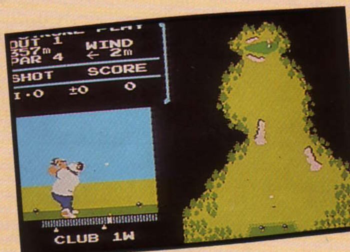
In both singles and doubles matches, 'Tennis' allows you to choose from five different skill levels. If you win a match against your computer opponent then you will proceed to the next level - if you beat him too, then the championship will be yours!

Arguably the best 'point' (excuse the pun!) about Nintendo's 'Tennis' is the doubles mode. Two players compete against two computer opponents, partaking in furious rallies and nail-biting tie-breakers. In fact the only thing that you can't do is argue with the umpire, Mario - not that we would want to argue with a guy who grows twice as big and twice as strong just by swallowing mushrooms!!

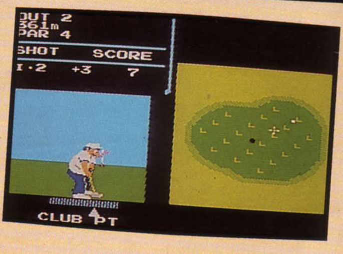


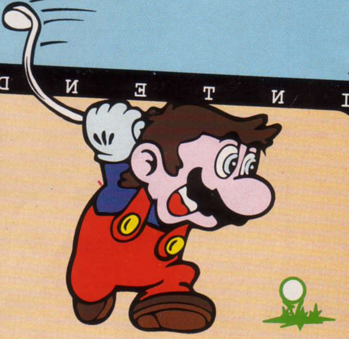
GOLF

'The small crowd falls silent as you line up a 25-foot putt that could bring victory. With eyes switching frequently between the 18th hole and the golf ball, you take your shot. A loud cheer breaks the silence as the ball gently falls into the hole - the championship is yours!' This is the world of Nintendo's Golf.



This game is really authentic - you can pick your club, control your swing, even select the angle of your shot. Each of the 18 holes is different - trees, bunkers and lakes act as serious obstructions, and could very well prevent you from reaching par.



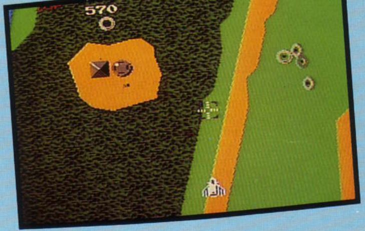


You have the option of competing in either stroke play or match play on the two player mode, effectively giving you two different styles of competition. Learning to judge the power and the angle of the shot against the direction of the wind is the secret of success, and, if perfected, will bring you scores that even Nick Faldo would be proud of!

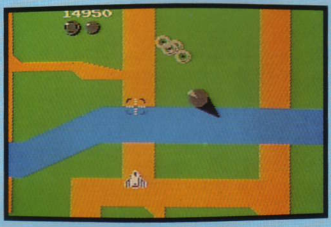
The graphic representation of the golf course is superb, as is the animated golfer (we reckon that he looks like a mature, and slightly overweight Mario, but don't tell him we said so!). It's really addictive, too - if you aren't careful, you'll be shouting 'FORE!' at every shot!

XEVIOUS

In Bandai's first release for the Nintendo Entertainment System, you have instructions to seek the Xevious aircraft and bases, and shoot them to oblivion. Unfortunately, the enemy has heard of your plans, and has sent out tanks and fighters to intercept you. Even so, your orders stand - there's no going back now!



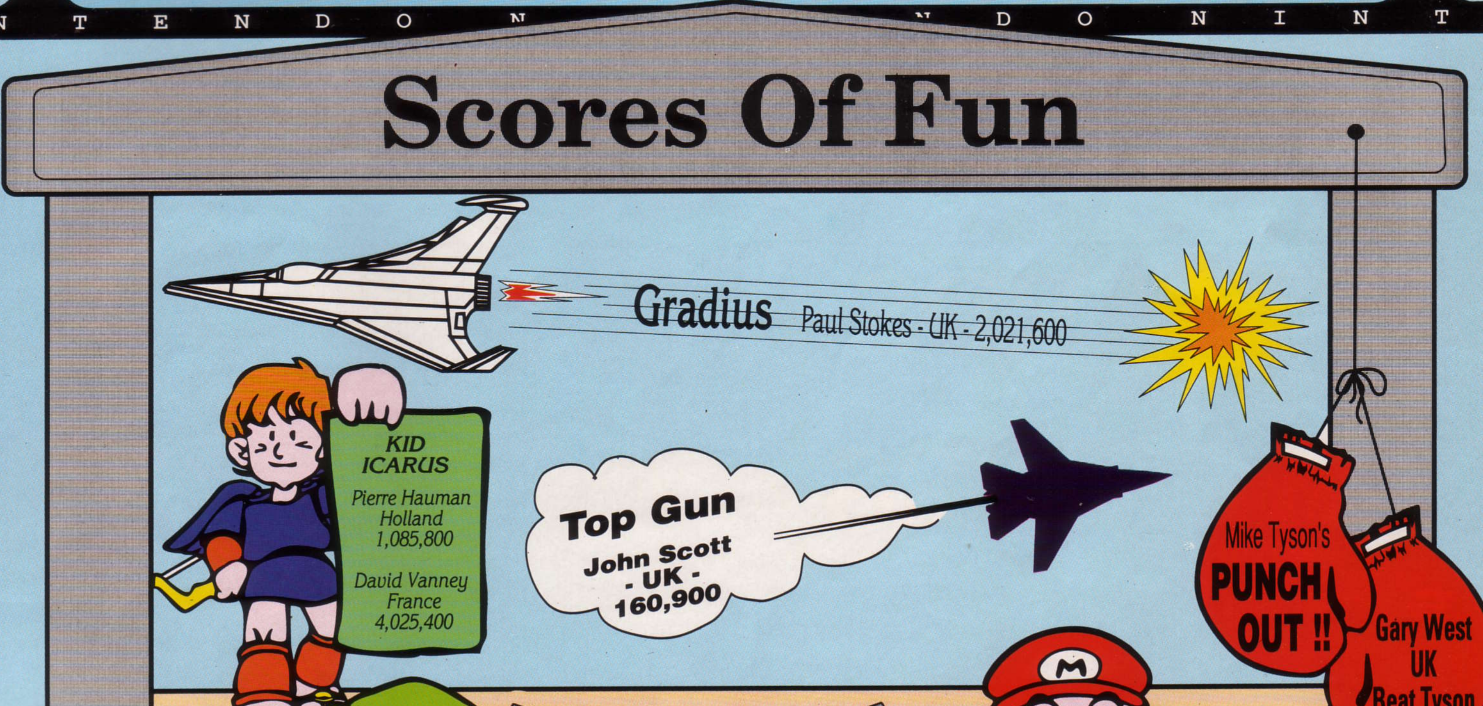
Armed with an anti-aircraft laser, and an infinite number of bombs, you must manoeuvre through space, avoiding missiles, and destroying the enemy. A rough and barren landscape carries tanks and bases, which attempt to shoot your plane out of the sky. You're left with little choice but to shoot them first!



At the end of a stage, you are faced with the threat of a large base, which doesn't seem to ever give up. Well timed bombs, and a bit of crafty dodging will bring victory, though.

'Xevious' is a challenging shoot 'em up for both novice and experienced players alike. It's certainly a game that you won't be completing in a hurry!!

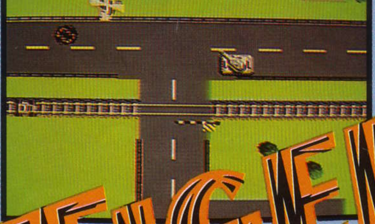
Scores Of Fun


Gradius Paul Stokes - UK - 2,021,600
KID ICARUS
Pierre Hauman Holland 1,085,800
David Vanney France 4,025,400
Top Gun John Scott - UK - 160,900
Mike Tyson's PUNCH OUT !!
Gary West UK Beat Tyson
THE LEGEND OF ZELDA
Jim Wilson UK Completed in 18 Lives
R.C. PROAM
Mat Crowe - UK - 413,863
Peter Van Ierland Holland - 92209
SMB
Nora Kolder - Holland - 4,880,200
David Vanney - France - 9,999,900
Peter Roberts - UK - 2,608,400
Mario Bros.
D.V. Beelen - Holland - 1,967,300

OK, there you have it. Reckon you can beat them? Yeah? Well, if you can, then send your score, along with your name, address, age and a photo for proof, to: **Scores Of Fun, Club Nintendo , PO Box 30, Coventry, CV1 3BR, England.**

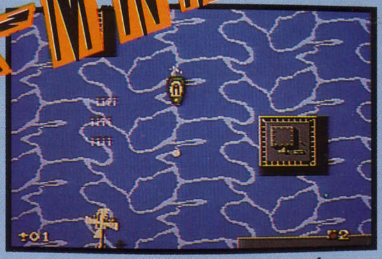
Sneak Peeks

A look at a selection of Game Paks for later this year....

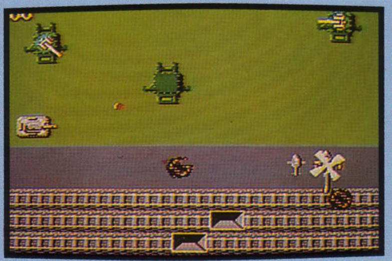


TIGER-HELI

The odds look crazy - one helicopter against a whole nation which plans to conquer the world. Thankfully, this is no ordinary 'copter that's battling this terrorist-run country - this is 'Tiger-Heli'!



Tiger-Heli is equipped with unlimited bullets, and it also has the ability to carry 'Little-Heli's', which add to your fire power. You can also carry bombs which can destroy a number of vehicles with just one strike. You're sure gonna need plenty of those!

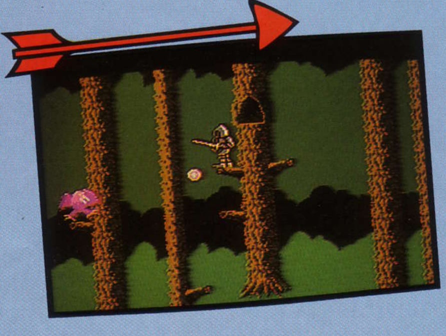


Your mission in 'Tiger-Heli' is to prevent the enemy from advancing on neighbouring countries. To do this, you must destroy their cities and airports, and also eliminate their warships and tanks that try to stop you. You're not totally on your own, though - by shooting bonus signs, an underground guerilla group will send out Little Heli's and extra bombs. Even so, it's going to start out pretty tough - and it only gets tougher!

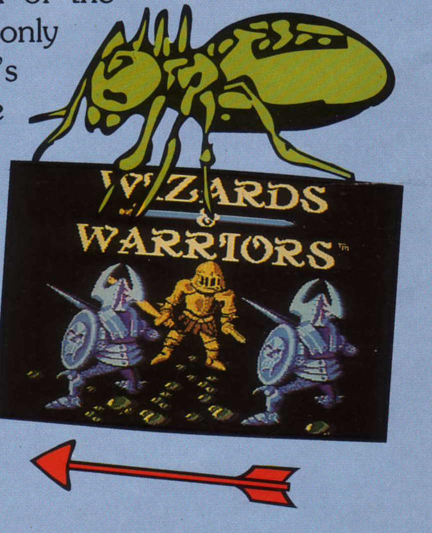
This exciting shoot 'em up will be on the shelves later this year.

WIZARDS & WARRIORS

Remember 'R.C. Pro-Am'? Well, 'Wizards and Warriors' is designed by the same guys ('RARE'), and it's due to be released on the ACCLAIM label later this year.

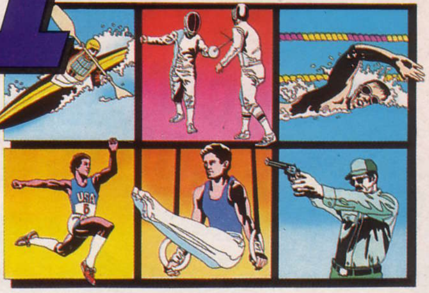


'**Wizards and Warriors**' is a game set way back in the past, where Good seemed to have an eternal struggle to contain Evil. And now, it looks like Evil is getting a grip over Good, because the once legendary Wizard Malkil has turned bad, and has taken all of the Princesses from the land. As Kuros, the only knight brave enough to face the Wizard's might, you set out on a quest which will take you to fabled and evil lands.

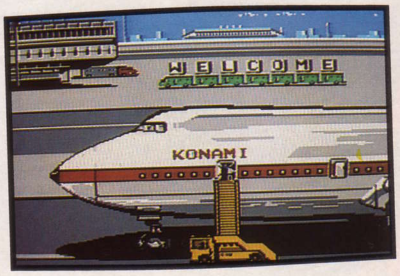


There are 7 stages in 'Wizards and Warriors', each one full to the brim with nasty creatures, great treasures and magical items. There's going to be a lot of searching and a lot of fighting to be done before you get to tussle with Malkil! As such, 'Wizards and Warriors' is one of the best adventures around - even challenging the 'Legend Of Zelda' and 'Super Mario Bros.' for the ultimate accolade of the most playable game on the NES!

TRACK&FIELD II

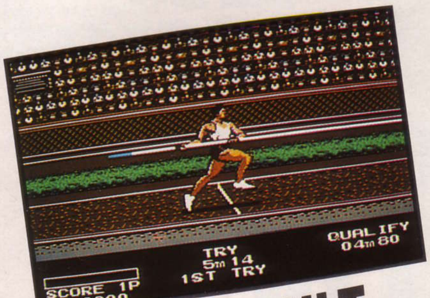


Welcome to the Konami Athletic Championships! Twelve gruelling events await you, along with a number of world class athletes, all eager to prove their worth. So grab your shorts, lace up your trainers, and book the next plane out to the greatest of all Athletic Championships!

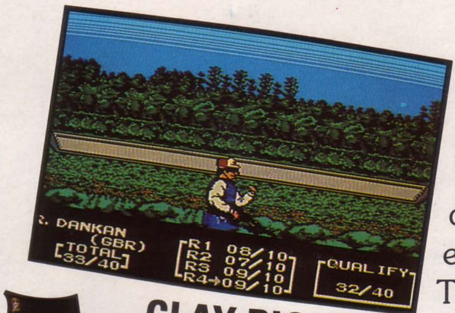


There are three different modes in **'Track and Field II'** - 'TRAINING' (allowing you to try any of the twelve events), 'OLYMPIC' (which, obviously, is the real thing) and 'VERSUS' (which will let you compete against a friend in three different events). Before you take part in the Championships, you should try out each event, and try to perfect the skill, timing and stamina involved. Only then are you ready to face the world's best!

The order of events is: Fencing, Triple Jump, Swimming, High Dive, Clay Pigeon Shooting, Hammer Throw, Taekwondo, Pole Vault, Conoeing, Archery, Hurdles and Horizontal Bar. Each one involves different techniques of control, and all events have graphics that are OUT OF THIS WORLD!! Look out for this at Christmas time - it's a real Gold Medal candidate!

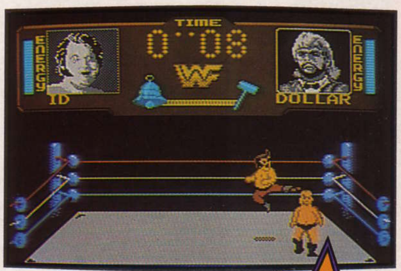


POLE VAULT



CLAY PIGEON SHOOTING

WRESTLEMANIA



Ever fancied becoming one of those totally over-the-top American wrestlers? You know, the ones with muscles the size of your NES and brains the size of the plug that powers it? Now you've got the chance, in Acclaim's 'Wrestlemania'.

You have a choice of six wrestlers to play as, and then you have to beat the other five in order to gain the World Championship belt. Each wrestler has a different set of moves, all accessible from the controller. For example, Hulk Hogan can perform uppercuts, head butts, and flying leg smashes (amongst other moves), whilst Bam Bam Bigelow (?!!) is able to do drop kicks, cartwheels and spin kicks in between attempting other manoeuvres. Once a wrestler has downed his opponent, he has to try and pin him for three seconds. If successful, you continue onto the next fight.

Up to six players can participate in this wrestling extravaganza, bringing fierce competition on AND off the screen. 'Wrestlemania' is another hit sure to be a winner with NES owners.

MORE POWER!

ACCLAIM REMOTE CONTROLLER

WIRELESS INFRARED
REMOTE CONTROLLER
ON
OFF
B
A
SELECT
START
AKlaim
entertainment inc

Look - No cables! * So roll around, dodge about and make the most of your Nintendo session, while the Acclaim Infrared Remote Controller (Infrared receiver included) sets you free to zap your opponents from up to 30 feet away - Dad can even relax in his favourite armchair and play! Pinpoint accuracy and rapid fire mode make 2 player games (Two remote controllers required) the ultimate entertainment - this a must for your NES system.

* (Uses four AAA batteries: not supplied)

ZAPPER®

Nintendo
ZAPPER
LIGHT-GUN SERIES

Hunter, Detective, Gunslinger or Government Agent - you can be all of these with the NES Zapper™ - The lightweight pistol grip light gun will give you the FULL power of Nintendo in your hand, and endless hours of fun with games like Duck Hunt, Gumshoe, Wild Gunman and Hogan's Alley. Look out for the Light Gun Series logo on the front of the gamepak - there's more to come!

MORE CONTROL...

MORE CHALLENGE -

MORE FUN!

NES MAX™

SELECT
START
B
A
TURBO
NES MAX
Nintendo

Looks like you are about to handle the controls of a space shuttle - and feels like you're in command of one! Get the MAXimum fun out of your Nintendo games with MAX's repeat Turbo fire and 360o swiveling Cycloid controller; giving you firepower and on-screen manouvreability for greater playing accuracy you only dreamed about - Even more power from your NES system.

NES ADVANTAGE®

TURBO
Nintendo
NES Advantage

The classic addition to your NES system, with futuristic styling and dynamic design - In fact, Nintendo at its best, with Turbo action rapid fire on both buttons, finely tuned joystick control, and a slow motion option if your nerve endings need a rest! Super Mario Bros II and many, many other titles are more fun with the Advantage.

Nintendo®
ENTERTAINMENT
SYSTEM™